

John Lattin

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<http://johnlattin.com>

Github - <https://github.com/johnstorm>
Bitbucket - <https://bitbucket.org/xonnex>

My goal is obtain a full time employee at a Game Developer company.

Michigan Technological University

Houghton, MI

Graduated 2009, B.S. in Computer Science

Computer Skills

Programming	C, C++, Lua, OpenGL/ES 1.1, Java, Javascript, HTML, CSS
Operating Systems	OSX, Windows, Linux
Editors	Xcode, Visual Studio, Webstorm, IntelliJ, Textmate

Mindgames Software

2009-2012 New York, NY

Pixelwave **Lead Programmer**

<http://pixelwave.org/>

Pixelwave is an iOS framework built from scratch. It follows the AS3 API to make building games, and other applications, easy.

- Wrote an OpenGL ES 1.1 wrapper that auto batches vertices.
- Created libink, helps render vectors, strokes, etc.
- Added TONS of other features.

appFigures **Front-End Developer**

<http://www.appfigures.com/>

appFigures is a reporting platform for mobile app developers. It is designed with our users in mind to display to them, their important information, in the easiest readable format.

- Wrote an updated the site's javascript.
- Adding several new features, including a by products page.

Husky Game Development

Houghton, MI

Secret **Team Leader**

http://wics.students.mtu.edu/bonzai/prior_years/2009/

Secret is the codename for a project in HGD where you create a game for an AI competition held every year.

- Wrote the backend and graphics engine for the game.
- Managed a group of six people.

References

Brian Corr
Ex-co-worker / freelance supervisor

(718) 431-5932
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Robert Blanckaert
Co-worker

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